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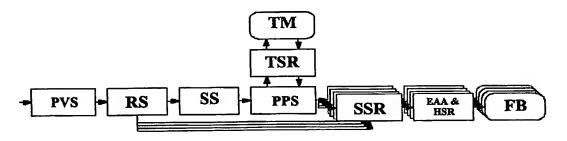
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(54) Title: COMPUTER GRAPHICS PROCESSOR AND METHOD FOR RENDERING 3-D SCENES ON A 3-D IMAGE DIS-PLAY SCREEN



(57) Abstract: A computer graphics processor having a renderer for rendering N views of 3D scenes is provided. Said renderer comprising a rasterizer SSR for transversing a surface grid over a surface of primitives of said 3D scenes for all N views. Furthermore, said renderer comprises a shader means PPS for determining a color of the output of the rasteriser SS and forwarding a shaded color sample along with its screen coordinates, and N screen space resamplers SSR each for resampling the shaded color sample determined by said shader means PPS according to one of the N views. This is much more efficient, because the surface traversal, texture fetching and shading computations are only performed once for the N different views. The resulting shaded colors are reused for all views. Additionally, the ability to traverse any grid over the surface of the primitive provides more rendering freedom.



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